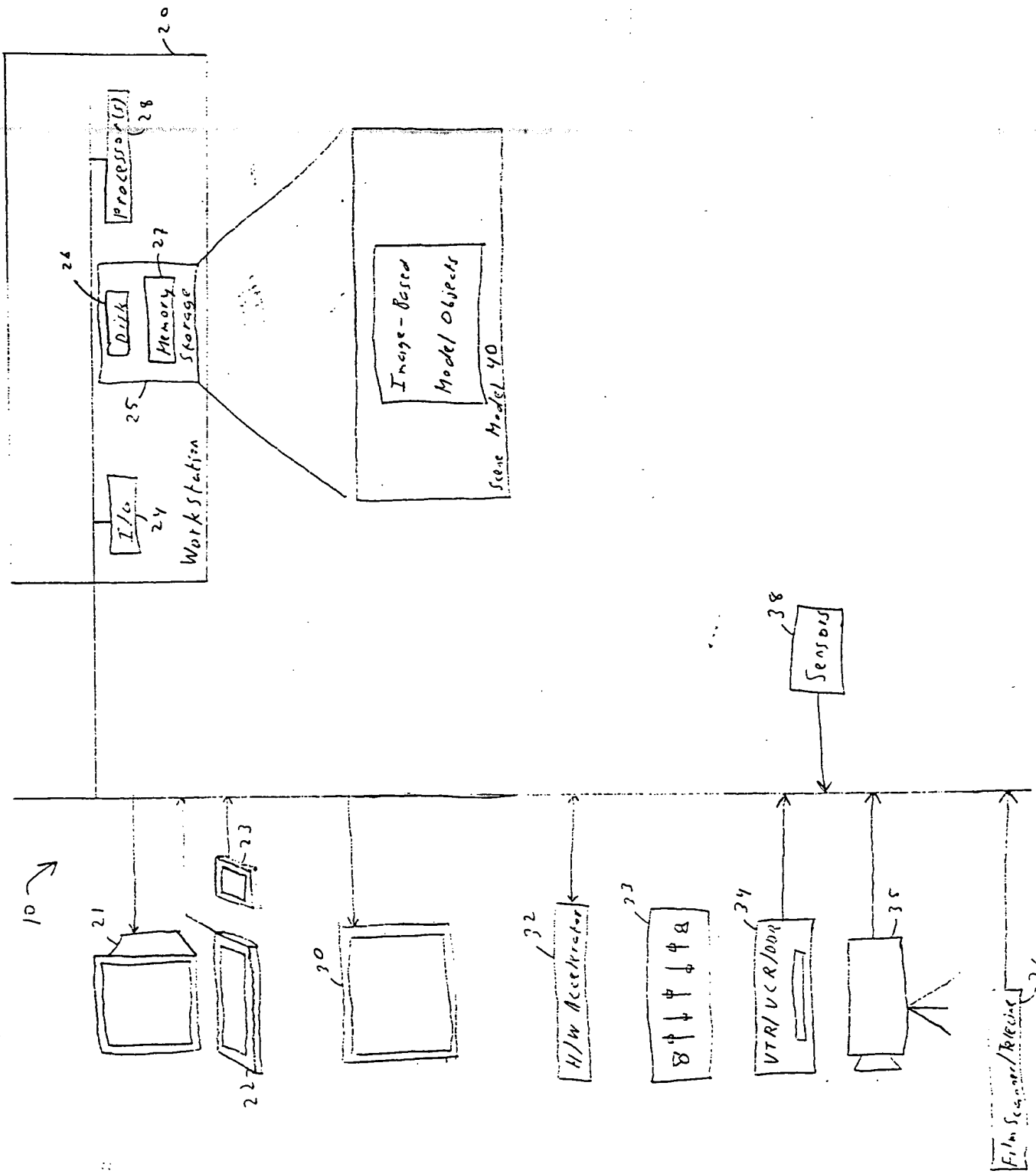
20
Processor(s)
28
24
Disk
27
Memory Storage
25
I/O
26
Workstation
Image-Based Model Objects
Scene Model 40
38
Sensors
10
21
23
22
30
32
H/W Accelerator
33
34
VTR/VCR/DVD
35
36
Film Scanner/Recorder

Fig. 1

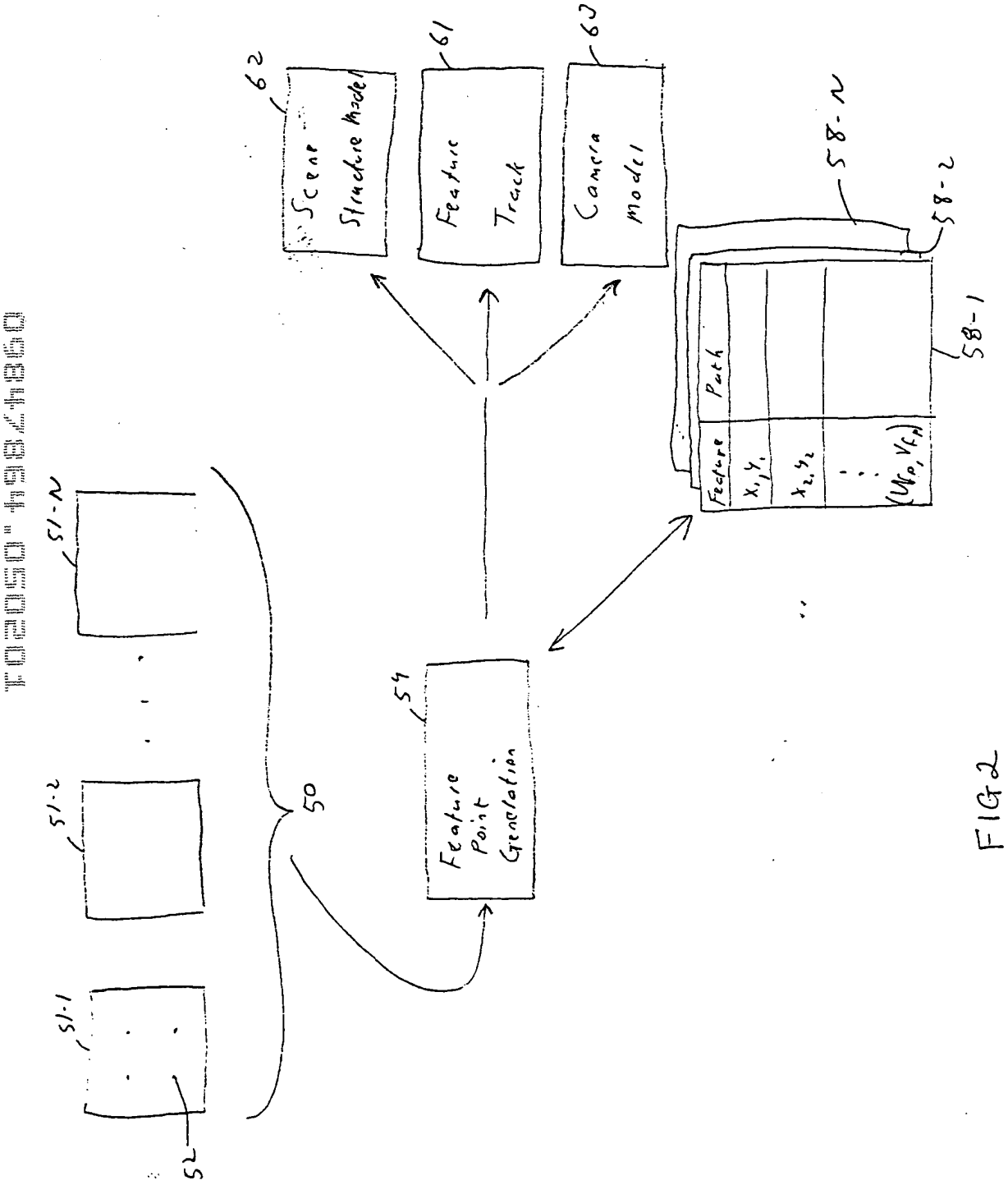
62
Scene Structure Model
61
Feature Track
60
Camera Model
58-N
58-2
58-1
Feature
Path
x_1, y_1
x_2, y_2
(u_{F_0}, v_{F_0})
54
Feature Point Generation
50
51-N
51-2
51-1
52

FIG 2

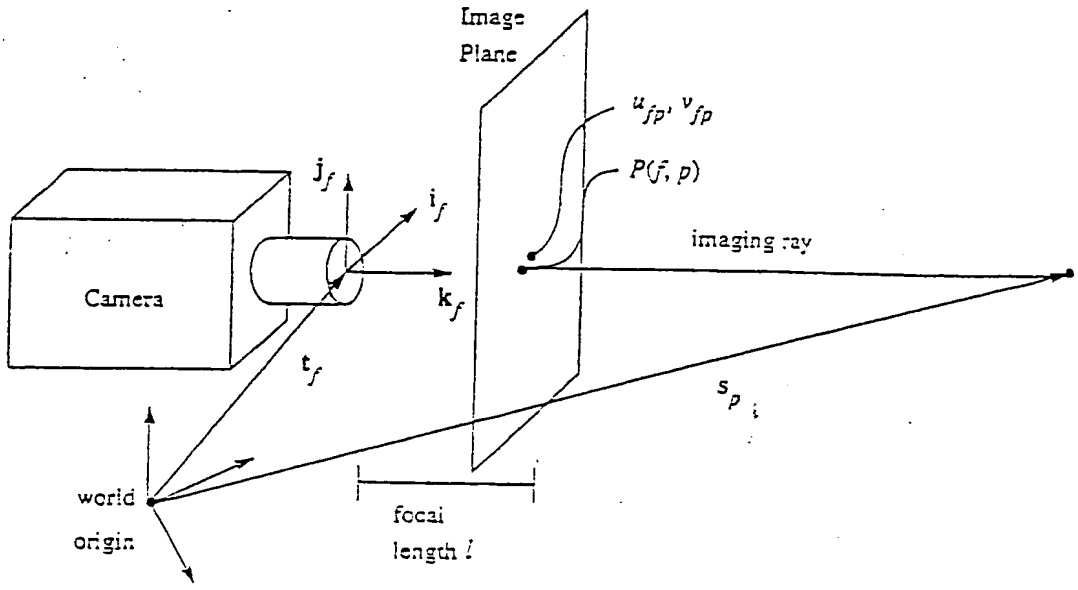

Fig. 3

Document ID: US 20050286767 A1

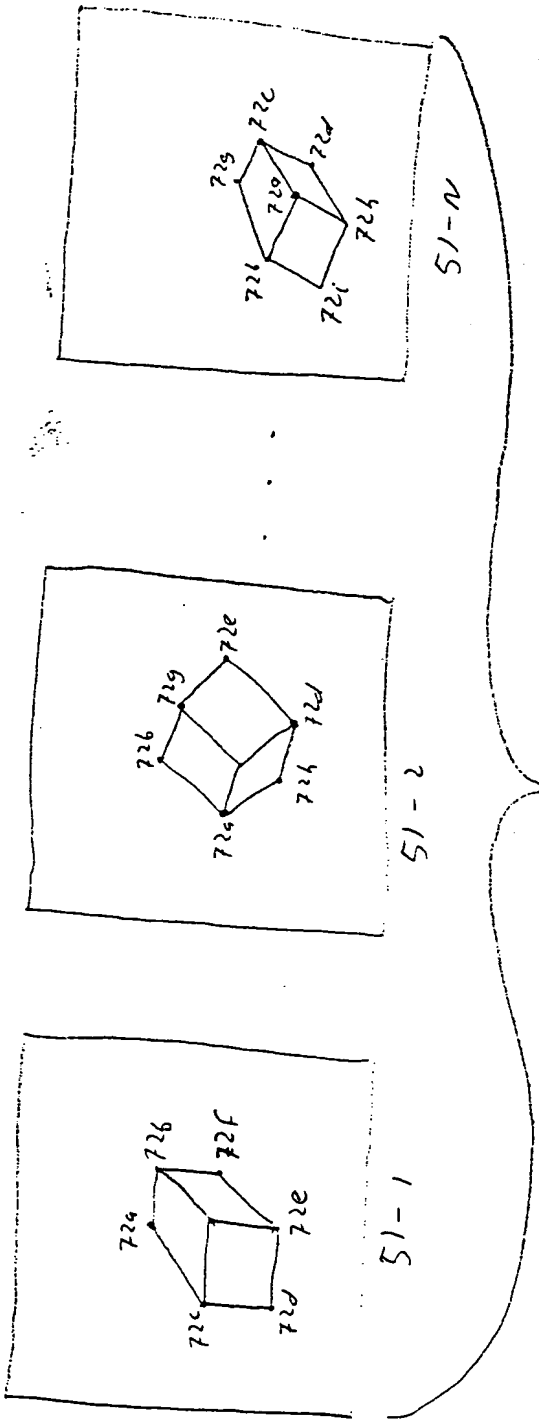

Fig. 4a

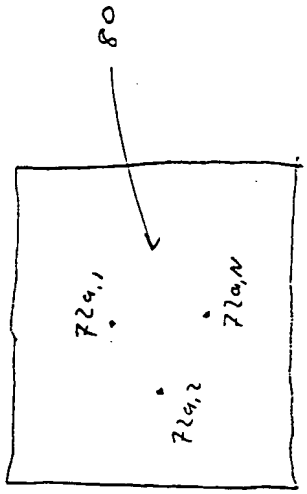

Fig. 4b

EP 2 050 014 A2

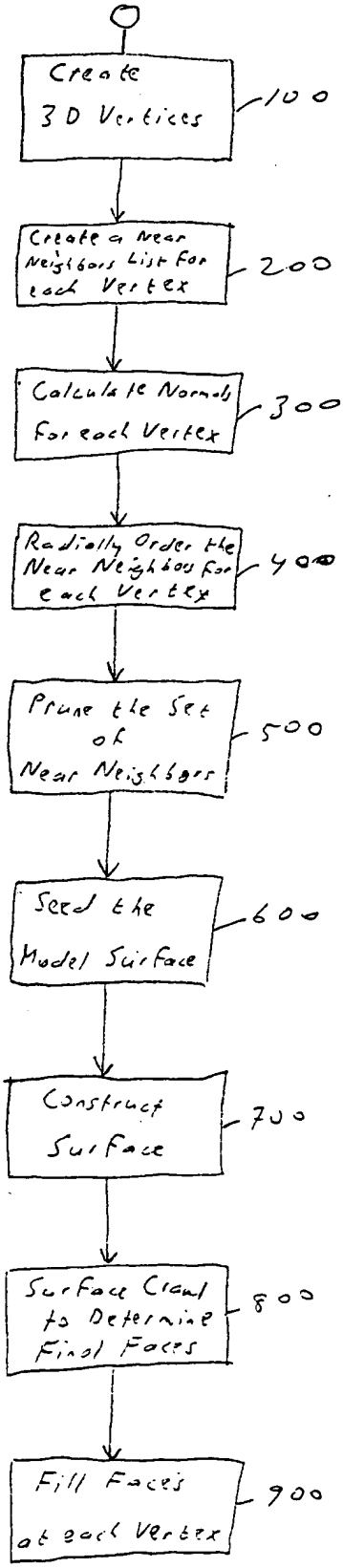

Fig. 5

Confidential - Do not distribute

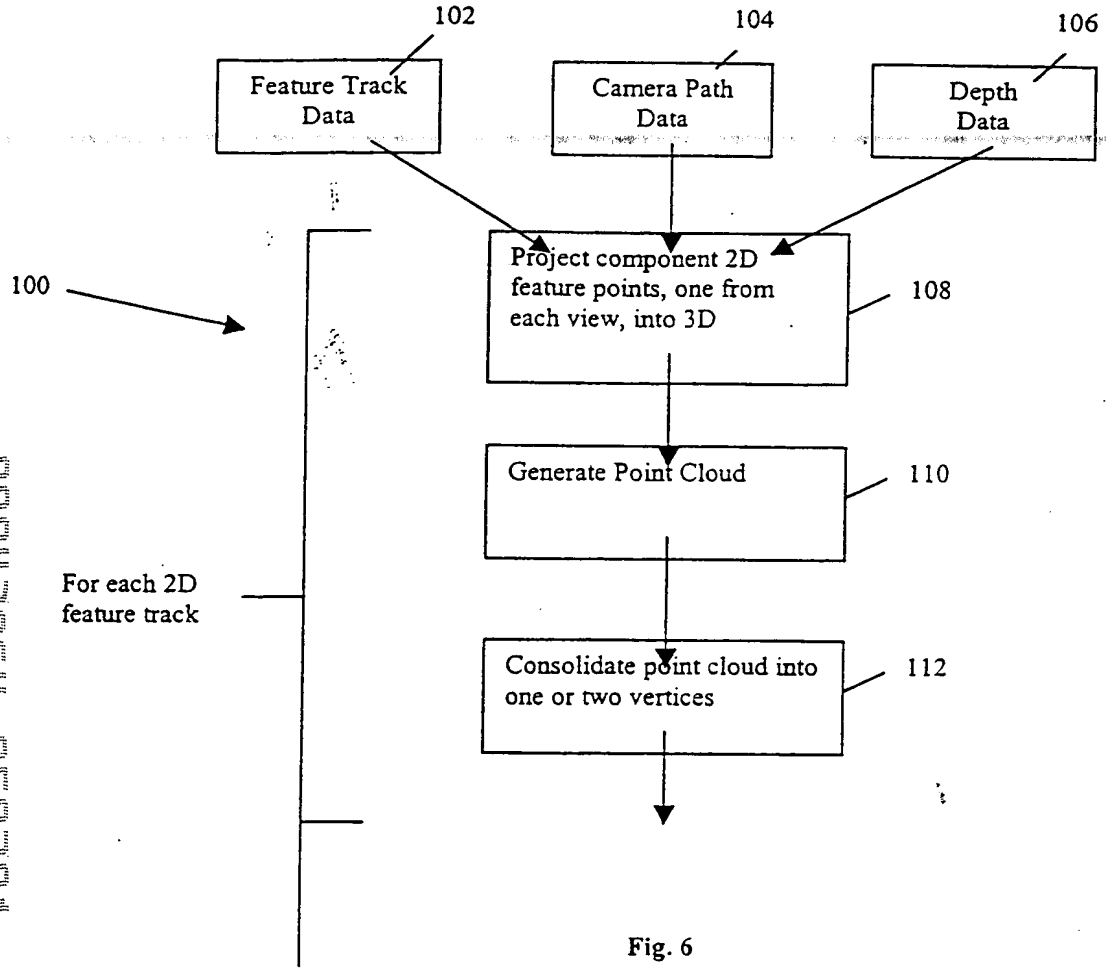

Fig. 6

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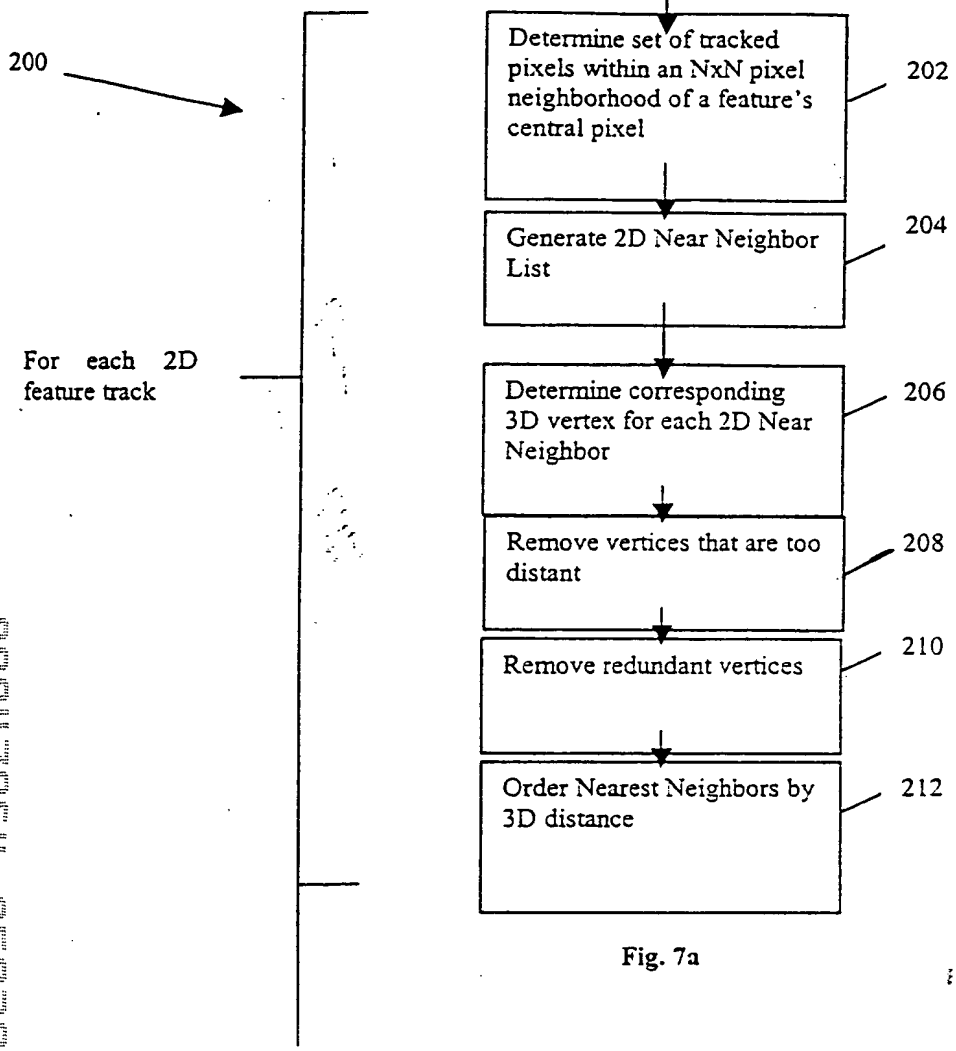
200
For each 2D feature track
Determine set of tracked pixels within an NxN pixel neighborhood of a feature's central pixel
202
Generate 2D Near Neighbor List
204
Determine corresponding 3D vertex for each 2D Near Neighbor
206
Remove vertices that are too distant
208
Remove redundant vertices
210
Order Nearest Neighbors by 3D distance
212

Fig. 7a

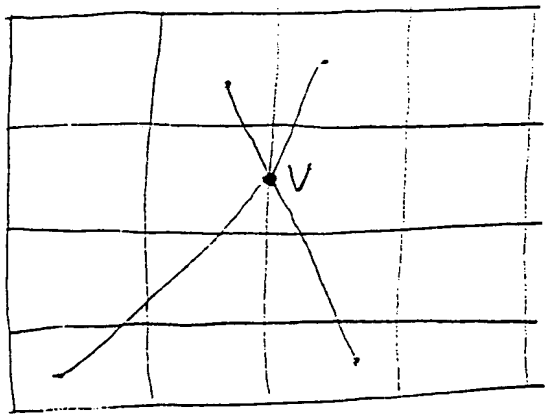
V

Fig 7b

Fig. 8

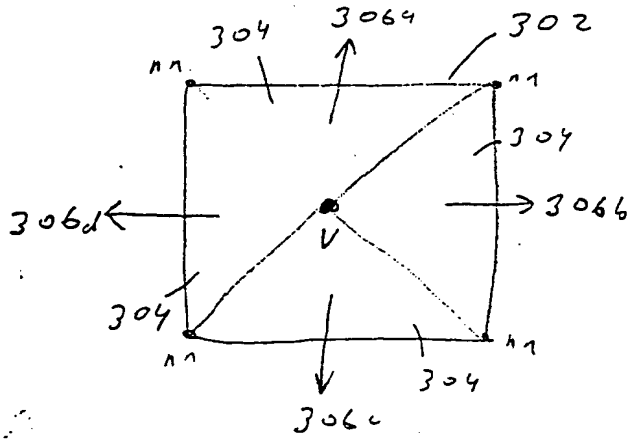

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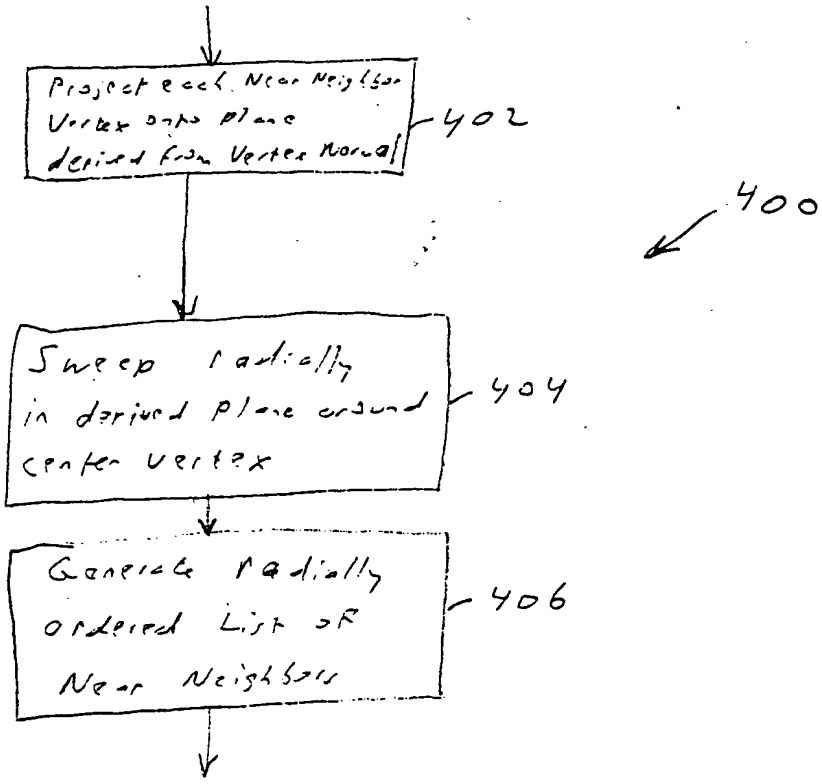
Fig. 9



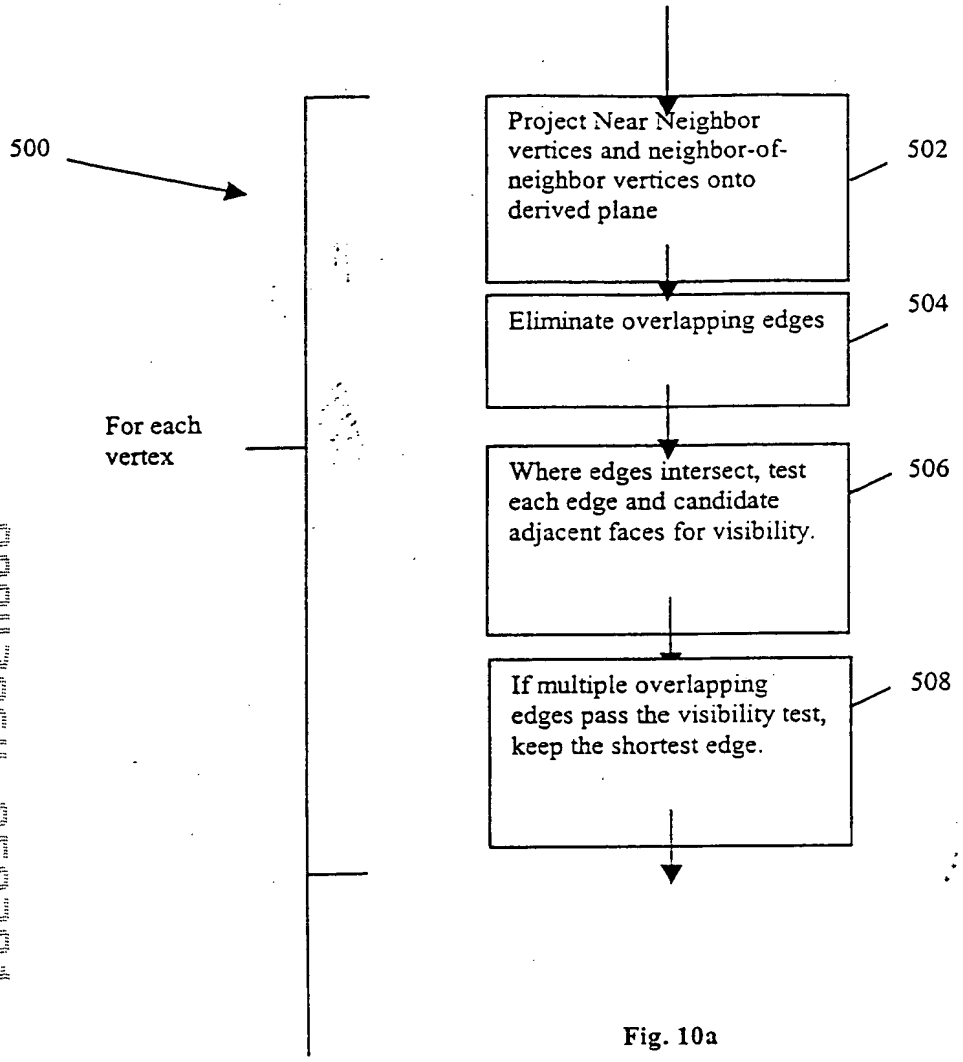

500
For each vertex
Project Near Neighbor vertices and neighbor-of-neighbor vertices onto derived plane
502
Eliminate overlapping edges
504
Where edges intersect, test each edge and candidate adjacent faces for visibility.
506
If multiple overlapping edges pass the visibility test, keep the shortest edge.
508

Fig. 10a

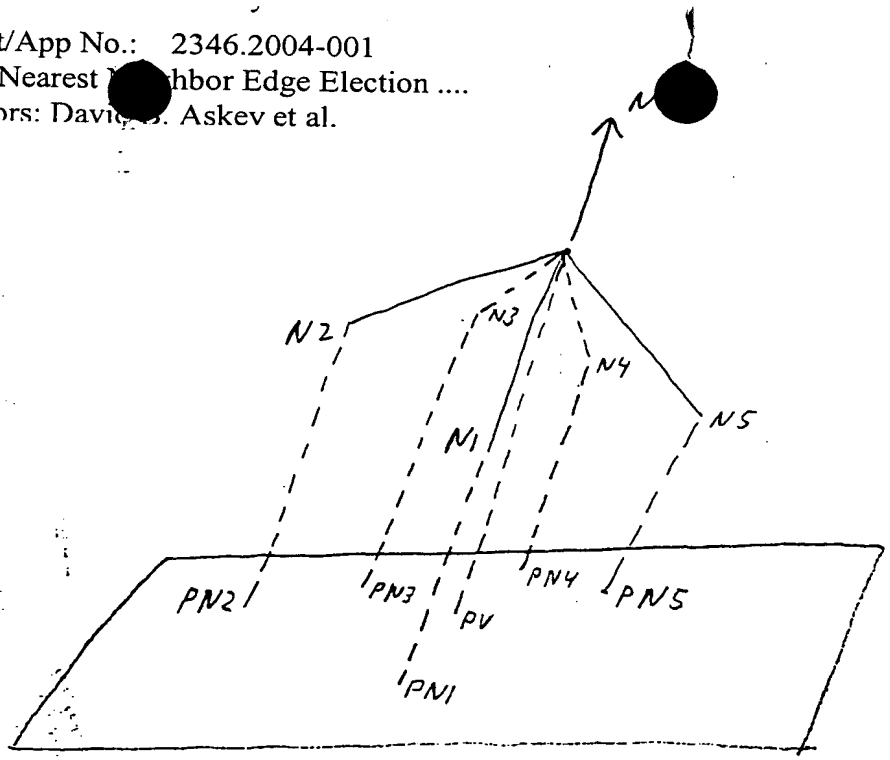


Fig. 10b

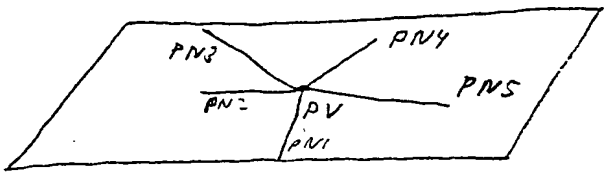


Fig. 10c

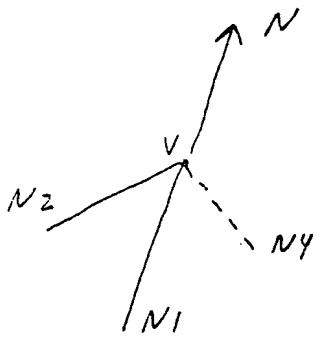


Fig 10d

Docket-2346.2004-001

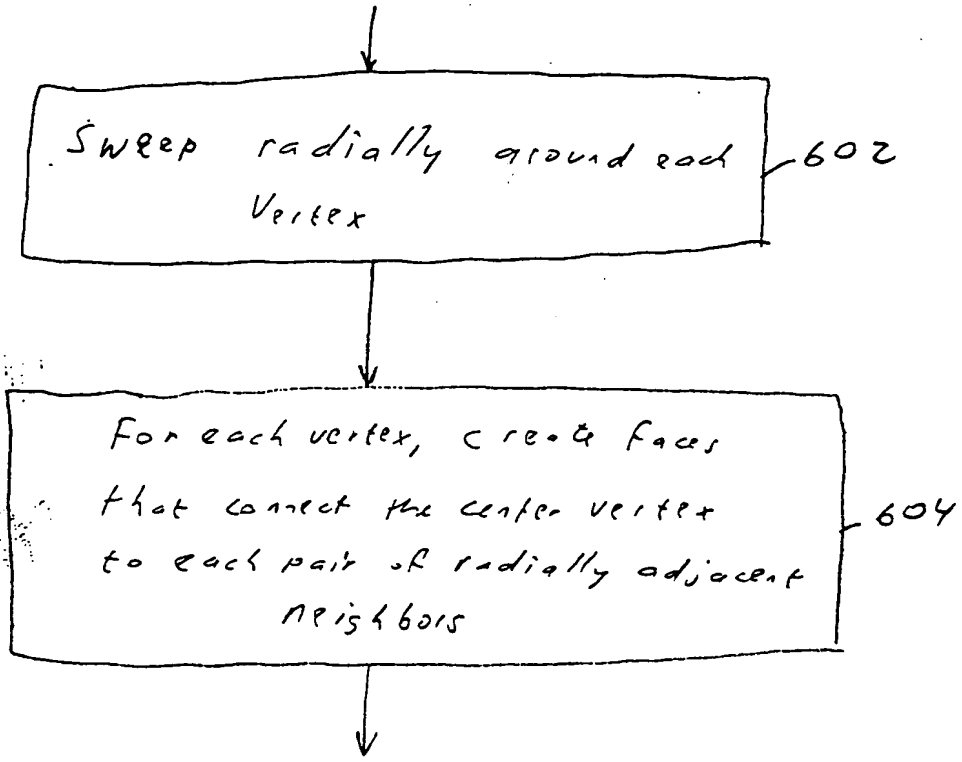


Fig. 11

Docket No. 2346.2004-001

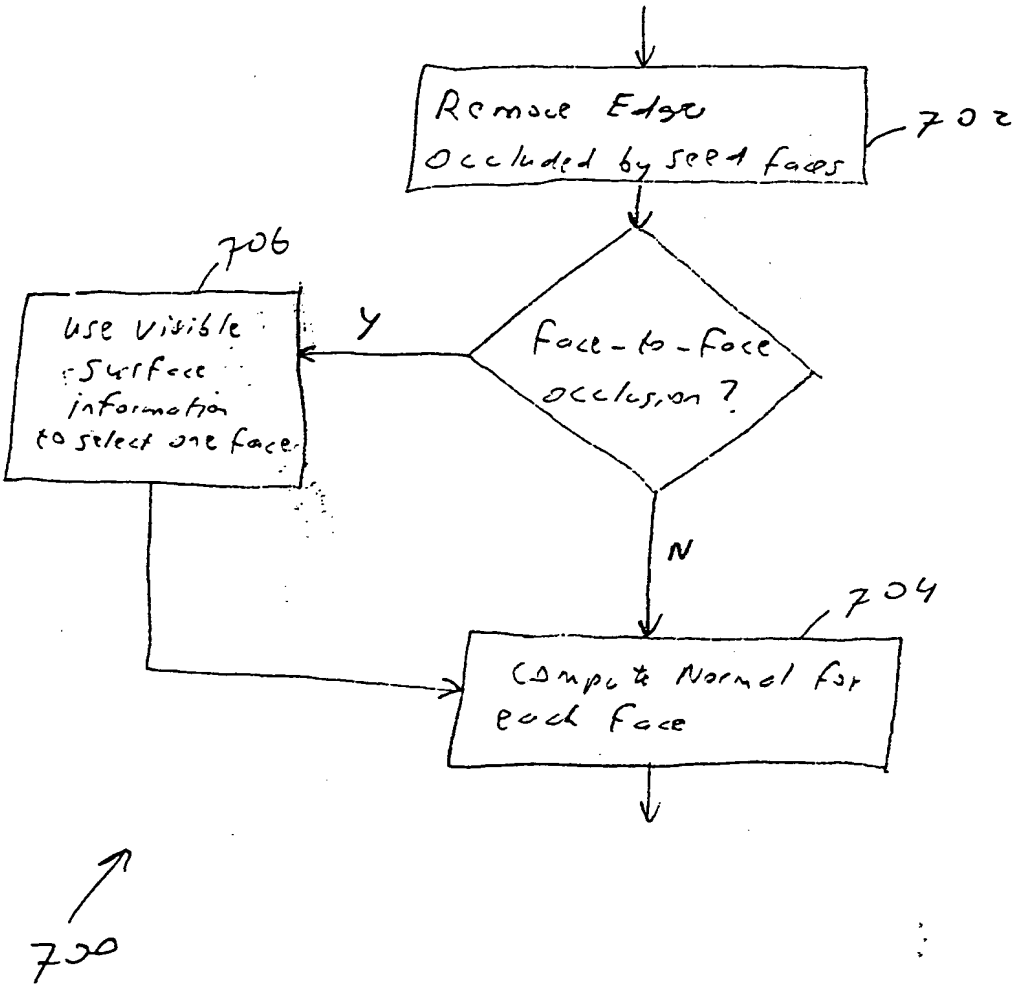


Fig. 12

Attorney Docket No.: 2346.2004-001

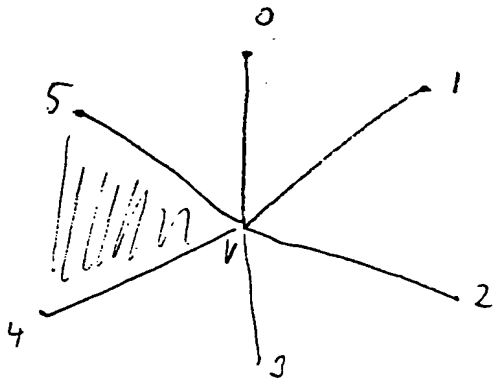


Fig. 13

Docket: 2346.2004-001

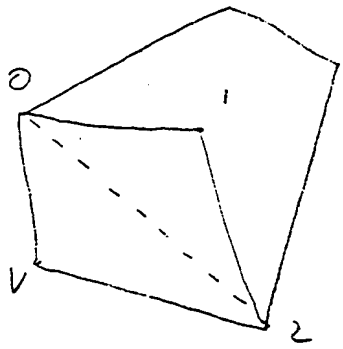


Fig. 14